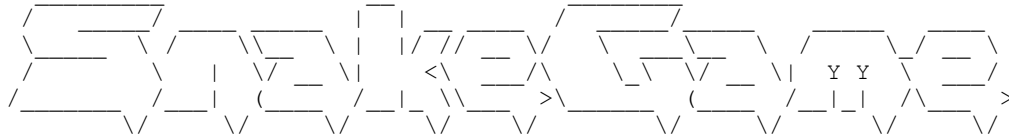


SnakeGame Run

A sample run. The first time executing the program:

```
% java SnakeGame
```



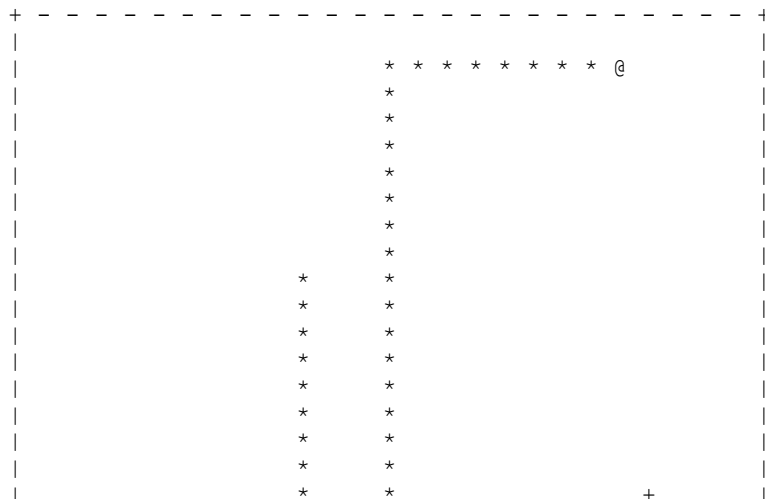
Welcome to SnakeGame!

A snake @***** moves around a board eating targets "+".
Each time the snake eats the target it grows another * longer.
The objective is to grow the longest it can without moving into
itself or the wall.



Score: 0 (w - North, s - South, d - East, a - West, h - Help) ->

After scoring 45 points, save the game to a file.



		*	*	*	*	*	*		*	
		*	*	*	*	*	*	*	*	

Game saved to savedGame.txt

Quitting from the game.

Score: 45 (w - North, s - South, d - East, a - West, h - Help) -> q

```
Do you really want to quit? (y or n) -> y
Thanks for playing SnakeGame!!!
```